

# Realidades 3 (Chapter 8)

Q C O N Q U I S T A R B Y O Í D U J G E  
V Y A R R E U G P O D E R R I D A V N I  
S G A R A T P O D A M P A M O I D I A X  
P O E H X A I N O L O C O J E L U Z A E  
N O E A Q B R A N I M O D A D L O S I A  
H N D P L D Z O O N M U S U L M Á N Í A  
M S Q E O C R T N C M K O Z G E J C O Z  
R A S T R R Z E O A U P V I A C N J N E  
B L Q F I O U E T R M P I K R A I A A U  
N L B E F E S E M O R O A M C E L H I Q  
Ó E L F B A R O E Q F E R R D L P D T I  
I U Y U E A I R V A R I E D A D A M S R  
S H A D C W R C A H H M H T V D L Q I F  
I R N K D H V Á N F S E A O I P A O R U  
M A E T D Q A A R E R B C N N H R R C N  
Q J G K Q D C R J E U I U Ó F O C Y D D  
T E Í A R O E A N E N L C R Y D O Z A A  
D D D S P P Z C J Ú R L F A Z G C B A R  
L K N É O A I O E G A K O N N U A M R A  
I V I P R A N J C B R M I S I O N E R O

WAR  
TIME  
RACE  
LAND  
ROMAN  
WEAPON  
MUSLIM  
VARIETY  
RAILING  
TO ADOPT  
TO FOUND  
HERITAGE  
CHALLENGE  
CHRISTIAN  
MERCHANDISE

JEW  
ONLY  
TILE  
TOWER  
UNITY  
COLONY  
WEALTH  
AFRICAN  
BALCONY  
TO FIGHT  
LANGUAGE  
CONQUEST  
TO INVADE  
TO CONQUER  
TO DOMINATE

MIX  
ARCH  
ARAB  
POWER  
EMPIRE  
NATIVE  
BATTLE  
MISSION  
SOLDIER  
POWERFUL  
EUROPEAN  
INFLUENCE  
TO OCCUPY  
MISSIONARY  
TO LEAVE MARKS

# Solution

Q CONQUISTAR BY OÍDUJGE  
VY ARREUGPODERRIDAVNI  
SGARATPODAMPAMOIDIAX  
P OEHXAINOLOC OJELUZA E  
NOEAQB RANIMODADLOSIA  
HNDPLDZ OONMUSULMÁNIA  
MSQEOCR TNCMKÓZGEJCOZ  
RASTRRZEOAUPVIACNJNE  
BLQFIOUETRMP IKRAIAAU  
NLBÉFESEMOROAMCELHIQ  
OÉLFBAROEQFERRDLPTI  
IUUYUEAIRVARIEDADAMS R  
SHADCWRCAHMHMTVDLQIF  
IRNKDHVÁNFSEA OIPAORU  
MAETDQAARERBCNNHRRCN  
QJGKQDCRJEUIUÓFOCYDD  
TEÍAROEANENLCRYDOZAA  
DDDSPZCJÚRLF AZGCBAR  
LKNÉOAIOEGAKONNUAMRA  
IVIPRANJCBRMISIONERO